

Frozen

The earth is frozen. It's a barbarian civilisation. You are the last ones of your tribe. Your last hope to survive is nomadism. If you stop moving, you die. To move, you need food, fur and ...fire and item of others tribes.

Each player chooses a **role**.

Chaman

Hunter

Warrior

Artist

Chief

Choose the **animal-totem** of your tribe

Bear : strength

Lion : nobility

Crow : cunning

Fox : agility

Owl : wisdom

A hard situation ?

Throw 1d10. You must have a score of 6+. If the situation corresponding with your **role** or **animal-totem**, add +1. MJ give you malus (-1) for : wound, icewind, staying static for one hour, etc.

Injury

- Fight : play a dice for each opposant. Better score : win and do one wound. Each PC have 3 wounded box. After, they die.
- Arctic Weather can cause injury unless you wear fur or have a 7+ on dice/hour.

Know, walk with your tribe ! For each hour in the game, a player a dice : 10=1 event : meet other tribe, wild animal, monster, tempest, etc. A day have 10 hours.

XP

Win +1 in **role** at the end of a story.